PR5000 Spot

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

PR LIGHTING LTD.
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Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of this manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

ACCESSORIES

These items are packed together with the projector:

Name	Quantity	Unit	Remark
G clamps	2	Pcs	
XLR cable	1	Pc	5-pin plug
Safety cord	2	Pcs	
Spare gobos	4	Pcs	
This manual	1	Pc	
Ω clamps	2	Pcs	Options

SAFE USAGE OF THE PROJECTOR

When unpacking and before disposing of the carton check there is no transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The projector is for indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

The projector is not designed or intended to be mounted directly on to inflammable surfaces.

The projector is only intended for installation, operation and maintenance by qualified personnel.

The projector must be installed in a location with adequate ventilation, at least 50cm from adjacent wall surfaces. Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 5m. ◁ 5m ⋿

Avoid direct exposure to the light from the lamp. The light is harmful to the eye.

Do not attempt to dismantle and/or modify the projector in any way.

Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power supply match the power requirements of the projector.

It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards.

Do not connect this device to any other types of dimmer apparatus.

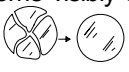
Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

Keep the lamp clean. Do not touch the lamp glass with bare hand.

The projector should always be installed with a secondary safety fixing. A safety cord is supplied for this; it should be attached as shown in “installing the projector” section.

The lamp used in this projector is a discharge lamp. After switching off don’t attempt to restart the projector until lamp has cooled, this will require approx 15 minutes. Switching the lamp on and off at short intervals will reduce the life of both the lamp and the projector. But occasional breaks will prolong the life of the lamp and projector.

Never run the projector without a lamp.
The lamp shall be changed if it has become damaged or thermally deformed.

Shields and lens shall be changed if they have become visibly damaged to such an extent than their effectiveness is impaired, for example by cracks or deep scratches. 

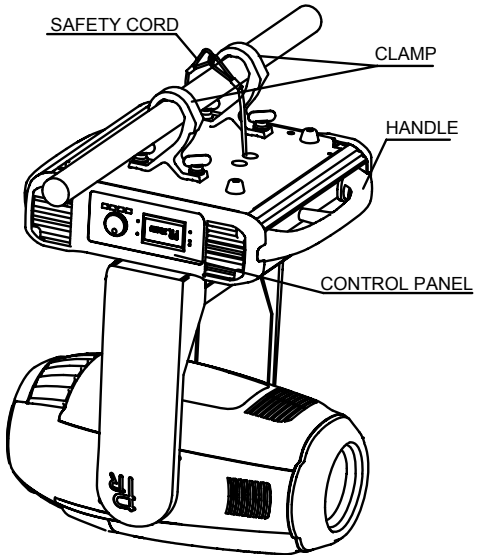
Exterior surface temperatures of the luminaire after 5 minutes operation is 80℃, when steady state is achieved 120℃,

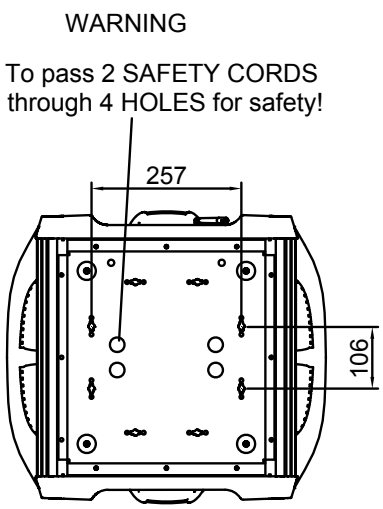
There is no user serviceable parts inside the projector, do not open the housing and never operate the projector with the covers removed.

Always disconnect from the mains, when the device is not in use or before cleaning it or before attempting any maintenance work !

If you have any questions, don’t hesitate to consult your dealer or manufacturer.

INSTALL THE PROJECTOR





Take 2 clamps and 2 safety cords out from the package and mount 2 clamps on the underside of fixture with 2 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the **WARNING** on the underside of the base as shown above) **To pass 2 SAFETY CORDS through 4 HOLES for safety!** Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector is secure and is strong enough to support a weight of PR5000 Spot.

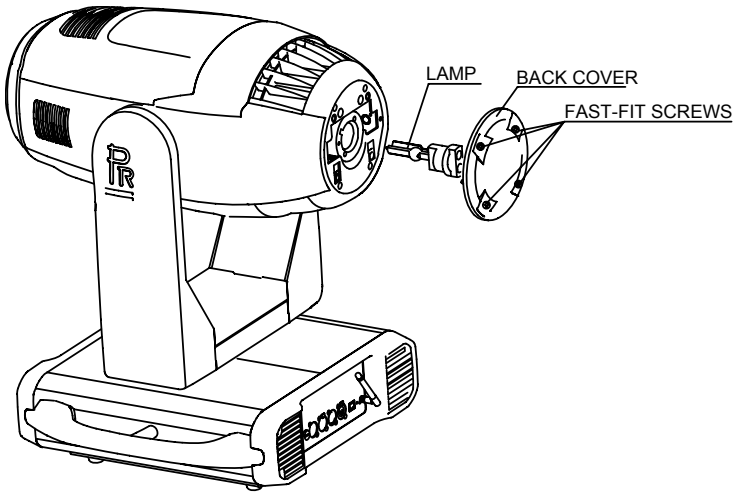
WARNING:

1. Unlock the PAN and TILT before the 1st application of projector for safety.

2. The projector MUST be lifted or carried by the HANDLES instead of clamps.

3. For safety the safety cord should afford 10 times of the unit's weight.

FITTING THE LAMP



Lock the yoke before fitting/replacing the lamp.

Loosen 4 fast-fit screws and remove the back cover, you can see the structure as shown in the figure above.

Rotate the lampholder to the left and take out the worn-out lamp.

Fit new lamp and close the back cover by fastening 4 fast-fit screws. **Note:** don't touch the bulb of the new lamp with bare hand so as not to influence the beam output;

WARNING: The MSR series are high-pressure lamps with external igniters (⚠). Care should always be taken when handling these lamps. Always read the manufacturers "Instructions for use" enclosed with the lamp.

POWER SUPPLY-MAINS

Connect the power cord as follows:

L (live) =brown

E (earth) =yellow/green

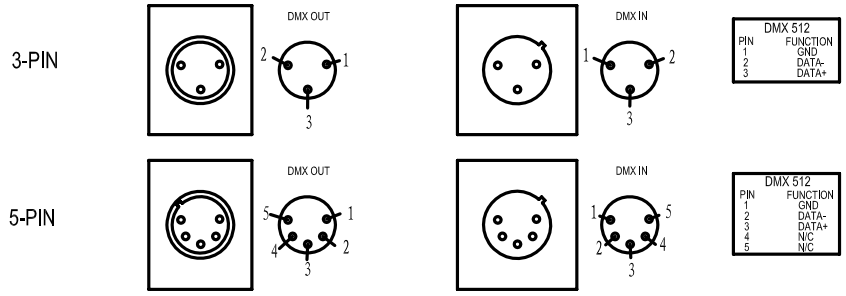
N (neutral) =blue

Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector be supplied separately so that they may be individually switched on and off.

IMPORTANT

It is essential that each projector is correctly earthed and the electrical installation conforms to all relevant standards.

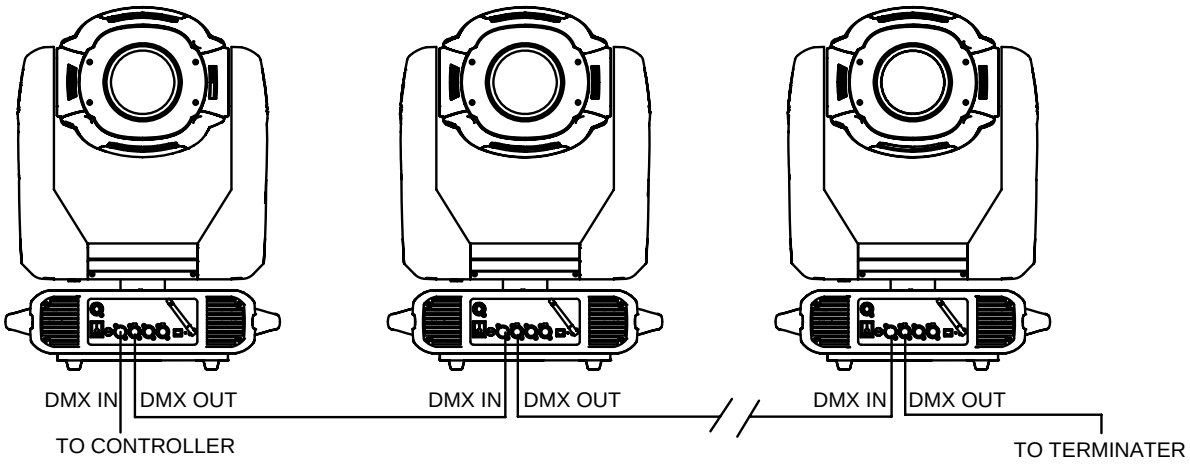
CONTROL CONNECTION



Connection between controller and projector and between one projector and another must be made with a 2 core-screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via cannon 3 pin (which are included with the projector) or 5 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.

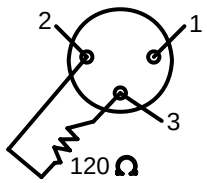
Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. The body of the plug is not connected in any way. The projector accepts digital control signals in protocol DMX512 (1990).

Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.

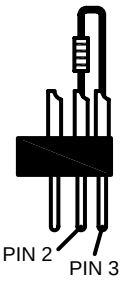


DMX TERMINATOR

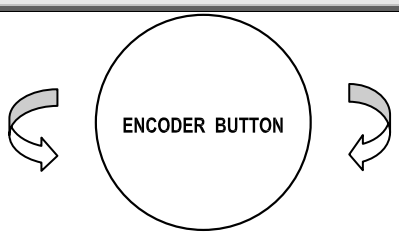
In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.
The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.

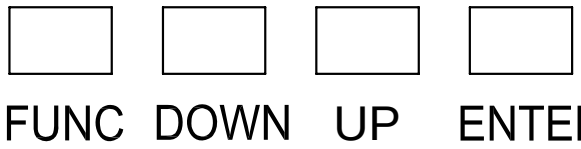


DMX TERMINATOR
CONNECTION
Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.



SETUP OPTIONS-PROJECTOR CONFIGURATION





Projector configuration can be set conveniently via pressbutton switch and LCD display. Turn the projector on and the LCD display will show DMX address you set and save last time and it can be reset and saved again as you please.
Launch the projector. Press button ENTER more than 5 seconds to unlock panel.
Press button UP or DOWN if you want to browse through the various Setup Options. There are 10 option codes from **DMX Address** to **Wireless options**, and each code has a specific function. If you turn the encoder knob clockwise, the function like as button UP . On the contrary, the function like as button DOWN .
Press button ENTER to save your settings or enter the next menu. There is same function if you push the encoder knob.
Press button UP or DOWN to shift.
Press button FUNC, it will return to the upper menu one by one. If you stay for minutes defaulted will show display status automatically.

TO SET THE DMX START ADDRESS

Each projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to “listen” to the digital control information being sent out from the controller. PR5000 Spot have 3 DMX modes. There are standard mode, extended mode and short mode. For example standard mode have 31 channels, so set the No. 1 projector’s address 001, No. 2 projector’s address 032, No. 3 projector’s address 063, No. 4 projector’s address 094, and so on.
Launch the projector. Press button ENTER or encoder knob more than 5 seconds to unlock panel.

Press button FUNC to display **DMX address**;
Press button UP and DOWN, you can set the address;
Press button ENTER to confirm; In the same time. The GREEN LED will flash one time. It means the setting has been enabled.
Press button FUNC, it will return to the upper menu one by one.

OPERATION MENU

1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL
PR LIGHTING PR5000 SPOT	DMX Address=XXX		
DMX Address	DMX Address Short Mode Standard Mode Extended Mode		
Reset	Reset Are You Sure?		
Config Settings	DMX Mode	DMX Mode Standard	
		DMX Mode Extended	
		DMX Mode Short	
	Lamp Control	Lamp Control By Control Channel	
		Lamp Control By Power On	
		Lamp Control By DMX Present	
	Loss of DMX	When DMX is Lost Normal Time Out	
		When DMX is Lost Hold Last Value	
	Factory Settings **(Press button DOWN/UP/ENTER at the same time to enter the sub-menu)**	Fixture type **(WARNING：Never change the fixture type or the system will be damaged!)**	
Option Settings	Colour Positions	Colour Positions STEPPED	
		Colour Positions LINEAR	
	F-Gobo Positions	F-Gobo Positions STEPPED	
		F-Gobo Positions LINEAR	
	Pan DMX Invert	Pan DMX Invert OFF	
		Pan DMX Invert ON	
	Tilt DMX Invert	Tilt DMX Invert OFF	
		Tilt DMX Invert ON	
	Pan Tilt Swap	Pan Tilt Swap OFF	
		Pan Tilt Swap ON	
	Dimmer Invert	Dimmer Invert OFF	
		Dimmer Invert ON	
	Iris Invert	Iris Invert OFF	
		Iris Invert ON	
	Zoom Invert	Zoom Invert OFF	

		Zoom Invert ON	
	CMY Invert	CMY Invert OFF	
		CMY Invert ON	
	CTO Invert	CTO Invert OFF	
		CTO Invert ON	
	Defaults	Defaults OFF	
		Defaults Restore Defaults	
Display Options	Display Mode	Display On Always	
		Display Off After Delay	
	Display Invert	Display Invert OFF	
		Display Invert ON	
	Display Dimming	Disp Dim Level Min	
		Disp Dim Level 1	
		Disp Dim Level 2	
		Disp Dim Level 3	
		Disp Dim Level 4	
		Disp Dim Level 5	
		Disp Dim Level 6	
		Disp Dim Level 7	
		Disp Dim Level 8	
		Disp Dim Level 9	
		Disp Dim Level Full	
	Display Contrast	Display Contrast XXX(1~36, Default is 16)	
	Display Language	Language = English	
		Language = Chinese	
Information	Lamp Hours	Lamp Hours = XX	Reset Lamp Hours Are You Sure?
	Total Hours	Total Hours = XX	
	Temperature	Display Board	Display Board = XX℃
		Driver Board 1	Driver Board 1 = XX ℃
		Driver Board 2	Driver Board 2 = XX ℃
		Driver Board 3	Driver Board 3 = XX ℃

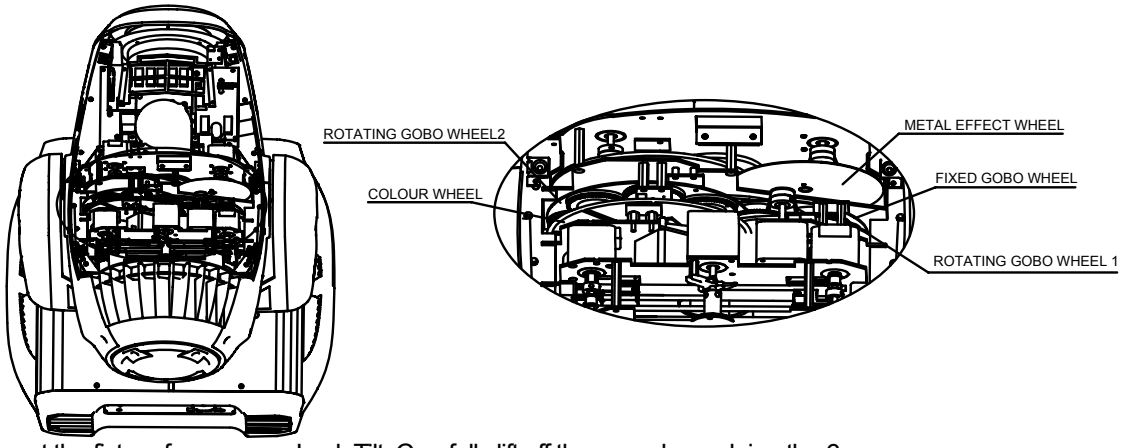
		Driver Board 4	Driver Board 4 = XX ℃
		Pan and Tilt	Pan and Tilt = XX ℃
		Head Sensor	Head Sensor= XX ℃
	Software Version	Display Board	Display Board = X.X.X
		Driver Board 1	Driver Board 1 = X.X.X
		Driver Board 2	Driver Board 2 = X.X.X
		Driver Board 3	Driver Board 3 = X.X.X
		Driver Board 4	Driver Board 4 = X.X.X
		Pan and Tilt	Pan and Tilt = X.X.X
		Power Board	Power Board = X.X.X
	View DMX values	DMX Channel 1=XXX	
	Electronic SN	Electronic SN= **********	
	RDM Device Label	RDM Device Label ANSI E1.20 RDM Version	
Test Modes	Factory Setup	Factory Setup OFF	
		Factory Setup ON	
	Self Test	Self Test OFF	
		self test ON	
Lamp Manual Control	Lamp Status	Status = XXX Control = X	
	Turn Lamp On		
	Turn Lamp Off		
Wireless Options	Wireless Mode	Wireless Mode Wireless First	
		Wireless Mode XLR First	
		Wireless Mode Wireless Only	
		Wireless Mode XLR Only	
		Wireless Mode Wireless To XLR	
	Un Link Wireless	Really Un Link Enter = Yes	

ERROR MESSAGES

In the course of launch, PR5000 Spot examines automatically whether there are errors and if there are, it will display information as follows:

Display	Message
Sensor Err S1-M1	Colour wheel (1# drive board motor 1) error
Sensor Err S1-M2	CTO (1# drive board motor 2) error
Sensor Err S1-M3	CYM-cyan (1# drive board motor 3) error
Sensor Err S1-M4	CYM-yellow (1# drive board motor 4) error
Sensor Err S1-M5	CYM-magenta (1# drive board motor 5) error
Sensor Err S2-M2	Fixed Gobo wheel (2# drive board motor 2) error
Sensor Err S2-M3	Rotating Gobo wheel 1 (2# drive board motor 3) error
Sensor Err S2-M4	Gobo rotation 1 (2# drive board motor 4) error
Sensor Err S3-M1	Rotating Gobo wheel 2 (3# drive board motor 1) error
Sensor Err S3-M2	Gobo rotation 2 (3 drive board motor 2) error
Sensor Err S3-M3	Effect wheel (3 drive board motor 3) error
Sensor Err S3-M4	Effect wheel rotation (3 drive board motor 4) error
Sensor Err S3-M5	Focus (3# drive board motor 5) error
Sensor Err S3-M6	Zoom(3# drive board motor 6) error
Sensor Err S4-M1	Prism (4# drive board motor 1) error
Sensor Err S4-M2	Prism rotation (4# drive board motor 2) error
Sensor Err S4-M3	Frost (4# drive board motor 3) error

REPLACING GOBOS



Disconnect the fixture from power. Lock Tilt. Carefully lift off the cover by undoing the 6 screws.

For gobos replacement on the fixed gobo: Remove the gobo and insert the new one into the position by hands.

For gobos replacement on the rotating gobo wheel: Remove the gobo holder with gobo from gobo wheel by hands.
Pull out the spring and drop the old gobo out of the holder.
Insert the new gobo into the holder, and then insert the spring with the narrow end against the gobo.
Push the end of the spring in under lip of the holder.
Pick the spring clip up and put the gobo holder back into the position, if necessary, a small screwdriver will be helped.

Note: If the gobo is a glass one, it should be touched with glabrous, clean and soft tissue or cloth matted between hand and glass instead of with bare hand.
Close the rear cover and fasten 6 screws.

DMX PROTOCOL

Short mode	Standard mode	Extended mode	FUNCTION	DMX	DESCRIPTION
1	1	1	Strobe	000-010	Black
				011-025	Open
				026-225	Strobe speed from slow to fast
				226-246	Macro
				247-255	Open
2	2	2	Dimmer	000-003	Black
				004-255	Dimming from dark to light (0-100%)
	3	3	Dimmer Fine	000-255	Dimmer in 16 Bit precision
3	4	4	CYM Macro	000-016	White
				017-035	Yellow+ Magenta=Red
				036-054	Yellow
				055-073	Yellow+ Cyan=Green
				074-092	Cyan
				093-110	Cyan+ Magenta=Blue
				111-128	Magenta
				129-255	CYM colour mixing from slow to fast
4	5	5	CYM-Cyan	000-255	Cyan (Linear 0-100%)
		6	CYM-Cyan Fine	000-255	Cyan in 16 Bit precision
5	6	7	CYM-Yellow	000-255	Yellow (Linear 0-100%)
		8	CYM-Yellow Fine	000-255	Yellow in 16 Bit precision
6	7	9	CYM-Magenta	000-255	Magenta (Linear 0-100%)
		10	CYM-Magenta Fine	000-255	Magenta in 16 Bit precision
7	8	11	CTO	000-255	Linear adjust from high to low
		12	CTO Fine	000-255	CTO in 16 Bit precision
8	9	13	Colour Wheel	000-008	White
				009-015	White/colour 1
				016-023	Colour 1
				024-030	Colour 1/colour 2
				031-038	Colour 2
				039-045	Colour 2/colour 3
				046-053	Colour 3
				054-060	Colour 3/colour 4
				061-068	Colour 4
				069-075	Colour 4/colour 5
				076-083	Colour 5
				084-090	Colour 5/colour 6
				091-098	Colour 6
				099-105	Colour 6/ white
				106-113	Colour 7
				114-120	Colour 7/white

				121-127	white
				128-191	Rainbow rotation speed from fast to slow
				192-255	Rainbow reverse rotation speed from fast to slow
9	10	14	Iris	000-255	Iris from large to small (0-100%)
		15	Iris Fine	000-255	Iris in 16 Bit precision
10	11	16	Iris Macro	000-010	Iris macro function is invalid
				011-072	Macro function 1: Iris from large to small change with speed from slow to fast
				073-136	Macro function 2: Iris from small to large change with speed from slow to fast
				137-206	Macro function 3: Iris retractable speed from slow to fast
				207-214	Macro function 4
				215-222	Macro function 5
				223-230	Macro function 6
				231-255	Full-open
11	12	17	Fixed Gobo Wheel	000-016	White
				017-032	Gobo1
				033-048	Gobo 2
				049-064	Gobo 3
				065-080	Gobo 4
				081-096	Gobo 5
				097-112	Gobo 6
				113-127	Gobo 7
				128-149	Rotation speed from slow to fast
				150-171	Reverse rotation from slow to fast
				172-183	Gobo 1 shake speed from slow to fast
				184-195	Gobo 2 shake speed from slow to fast
				196-207	Gobo 3 shake speed from slow to fast
				208-219	Gobo 4 shake speed from slow to fast
				220-231	Gobo 5 shake speed from slow to fast
				232-243	Gobo 6 shake speed from slow to fast
				244-255	Gobo 7 shake speed from slow to fast
12	13	18	Rotating Gobo Wheel 1	000-018	white
				019-036	Gobo1
				037-054	Gobo 2
				055-073	Gobo 3
				074-091	Gobo 4
				092-109	Gobo 5
				110-127	Gobo 6
				128-156	Rotation speed from slow to fast
				157-185	Reverse rotation from slow to fast
				186-196	Gobo 1 shake speed from slow to fast
				197-208	Gobo 2 shake speed from slow to fast
				209-220	Gobo 3 shake speed from slow to fast
				221-232	Gobo 4 shake speed from slow to fast
				233-244	Gobo 5 shake speed from slow to fast
				245-255	Gobo 6 shake speed from slow to fast
13	14	19	Gobo rotation 1	000-127	Index
				128	Stop rotating
				129-188	Rotation speed from slow to fast

				189-195	Stop rotating
				196-255	Reverse rotation speed from slow to fast
	15	20	Gobo rotation 1 Fine	000-255	Gobo rotation in 16 bit precision
14	16	21	Rotating Gobo Wheel 2	000-018	white
				019-036	Gobo1
				037-054	Gobo 2
				055-073	Gobo 3
				074-091	Gobo 4
				092-109	Gobo 5
				110-127	Gobo 6
				128-156	Rotation speed from slow to fast
				157-185	Reverse rotation from slow to fast
				186-196	Gobo 1 shake speed from slow to fast
				197-208	Gobo 2 shake speed from slow to fast
				209-220	Gobo 3 shake speed from slow to fast
				221-232	Gobo 4 shake speed from slow to fast
				233-244	Gobo 5 shake speed from slow to fast
				245-255	Gobo 6 shake speed from slow to fast
15	17	22	Gobo rotation 2	000-127	Index
				128	Stop rotating
				129-188	Rotation speed from slow to fast
				189-195	Stop rotating
				196-255	Reverse rotation speed from slow to fast
	18	23	Gobo rotation 2 Fine	000-255	Gobo rotation in 16 Bit precision
16	19	24	Prism	000-016	Frosting from slight to strong
				017-255	3 x facet prism
17	20	25	Prism rotation	000-127	Prism index
				128	Stop rotating
				129-191	Rotation speed from slow to fast
				192	Stop rotating
				193-255	Reverse rotation speed from slow to fast
18	21	26	Effect wheel	000-020	No effect wheel
				021-255	Rotation speed is slow
19	22	27	Effect wheel rotation	000-127	Rotation speed from slow to fast
				128-255	Reverse rotation speed from slow to fast
20	23	28	Frost effect wheel	000-255	Effect wheel insert in gradually
21	24	29	Focus	000-255	Linearly focusing
		30	Focus Fine	000-255	Focus in 16 precision
22	25	31	Zoom	000-255	Linearly zooming
		32	Zoom Fine	000-255	Zoom in 16 Bit precision
23	26	33	Pan	000-255	Pan rotation
	27	34	Pan Fine	000-255	Pan rotation in 16 bit precision
24	28	35	Tilt	000-255	Tilt rotation
	29	36	Tilt Fine	000-255	Tilt rotation in 16 bit precision

	30	37	Pan & Tilt speed	000-255	Pan&Tilt speed from fast to slow
25	31	38	Control	000-047	Reserved
				048-080	Reset
				081-112	Reserved
				113-144	Lamp off (stop in DMX value for 10 s)
				145-168	Reserved
				169-200	Lamp power reduced to 50%
				201-223	Reserved
				224-255	Lamp on (See remark below)

Remark:

If you intend to turn on/off the lamp via the last channel of the controller, don't attempt to push the channel to value 224-255 immediately after turning it off, or push the slide bar to value 224-255 to wait it cooling. Under these 2 circumstances, the lamp can not be turned on. The right operation is: turn it off---cool down---push the slide bar to turn it on.

LED INDICATION

Green	On	DMX signal OK
	Off	No DMX signal
	Flash	DMX signal error
Yellow	On	Setting the panel
Blue	On	Power
Red/Green	Red	Running self test mode
	Green	Reserved
Green	On	Wireless signal OK
	Off	Not connection to any transmitter
	Flash	Lost contact with the transmitter or linking transmitter

MAINTENANCE

If the projector's lens becomes damaged or broken it should be replaced. If the lamp becomes damaged or deformed in any way it must be replaced. If the light from the lamp appears dim this would normally indicate that it is reaching the end of its life and it should be changed at once, aged lamps run to the extremity of their life might explode. If the projector does not function, check the fuses on the power socket of the projector, they should only be replaced by fuses of the same specification. Should these be damaged call a qualified technician before replacement. The projector has thermal protection device that will switch off the projector in case of overheating, should either of these operate, check that the fans are not blocked, and if they are dirty clean them before switching on the projector again. Check that the fans are operational, if not call a qualified technician.

Any maintenance work should only be carried out by qualified technicians.

LUBRICATION

To ensure the continuous rotation of the rotating gobos and linear motion of the lens for focusing, it is recommended that the bearings for the rotating gobos and the 2 shafts for the focusing lens holder be lubricated periodically, preferably every two months. Use only high quality, high-temperature resistant grease instead of any type of oil. When lubricating the bearings, a syringe with a fine needle is the easiest way to introduce the grease to the bearings around each gobo.

KEEPING THE PROJECTOR CLEAN

To ensure the reliability of the projector it should be kept clean. It is recommended that the fans should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output. **Do NOT use any type of solvent on dichroic colour filters.**

Cleaning frequency depends on the environment in which the fixture operates: damp, smoke or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics. A soft cloth and typical glass cleaning products should be used in cleaning. It is recommended to clean the external optics at least once every 20 days and clean the internal optics at least once every 30 / 60 days.

Do not use any organic solvent, e.g. alcohol, to clean the reflector mirror, dichroic colour filters or housing of the apparatus.

TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	➢ Check the fuse on the power socket. ➢ Replace the lamp.
The lamp comes on but the projector doesn't respond to the controller	➢ Make sure that the projector is correctly configurated. ➢ Replace or repair the DMX cable.
The projector only functions intermittently	➢ Make sure the fan is working and not dirty.
Defective projection	➢ Check the lenses are not broken. ➢ Remove dust or grease from the lenses.
The project image appears to have a halo	➢ Make sure the lamp is installed correctly. ➢ Carefully clean the optical group lenses and the projector components.
The beam appears dim	➢ Check the optics is clean. ➢ Replace with a new lamp of the specified type and rating.

TECHNICAL DATA

VOLTAGES:

200V/220V/230V/240V AC，50/60Hz

POWER CONSUMPTION:

1800W@220V

LAMP:

OSRAM	HTI 1500W/60/P50
Colour Temperature	6000°K
Socket	PGJX50，single ended
Manufacturers Rated Lamp Life	750 Hours replacement
Or	
PHILIPS	MSR Gold 1500FastFit
Colour Temperature	6000°K
Socket	PGJX50，single ended
Manufacturers Rated Lamp Life	750 Hours replacement

COLOURS:

Smooth CYM colour mixing system with macro

1 wheel with 7 dichroic colour filters plus white

With variable speed bi-directional rainbow effect

Step/linear colour changing is available

COLOUR TEMPERATURE CORRECTION:

Linearly colour temperature correction

GOBOS:

2 Rotating gobo wheel:

6 interchangeable gobos+ white, glass or metal gobos can be fixed

Indexable, bi-directionally rotatable at variable speeds

1 Fixed gobo wheel :

7 interchangeable gobos+ white

bi-directional wheel scrolling at variable speeds

Gobo diameter: Φ36.3mm

Gobo image diameter: Φ26mm

PRISM:

1x3 facet prism, Indexable, bi-directionally rotatable at variable speeds

FROST:

0-100% linearly adjustable

EFFECT WHEEL:

1 interchangeable effect wheel, bi-directionally rotatable at variable speeds

FOCUS:

DMX linear focus

DIMMER:

0-100% linearly adjustable

IRIS:

5-100% linearly adjustable

Macro

SHUTTER:

Double shutter blades, 0.3~25 F.P.S

HEAD MOVEMENT:

Pan 540º, Tilt 270º with auto position correction

BEAM ANGLE:

10°～68°, Linear zoom in 16 bit precision

CONTROL:

DMX512, 3 pin and 5 pin interfaces
RDM control protocol
25 channels in short mode, 31 channels in standard mode, and 38 channels in extended mode.
Self-test mode

OTHER FUNCTIONS:

Adjustable Pan & Tilt speed
Fixture and lamp usage time display
LCD display with English and Chinese language menu
Energy saving function of the ballast
Built-in analyzer for easy fault finding, error messages
Modular construction for easy maintenance
Setup options by chargeable battery inside without power connection.
Input signal isolating protection
Network interface
DMX512 wireless receiver
DMX512 wireless transmitter (optional)

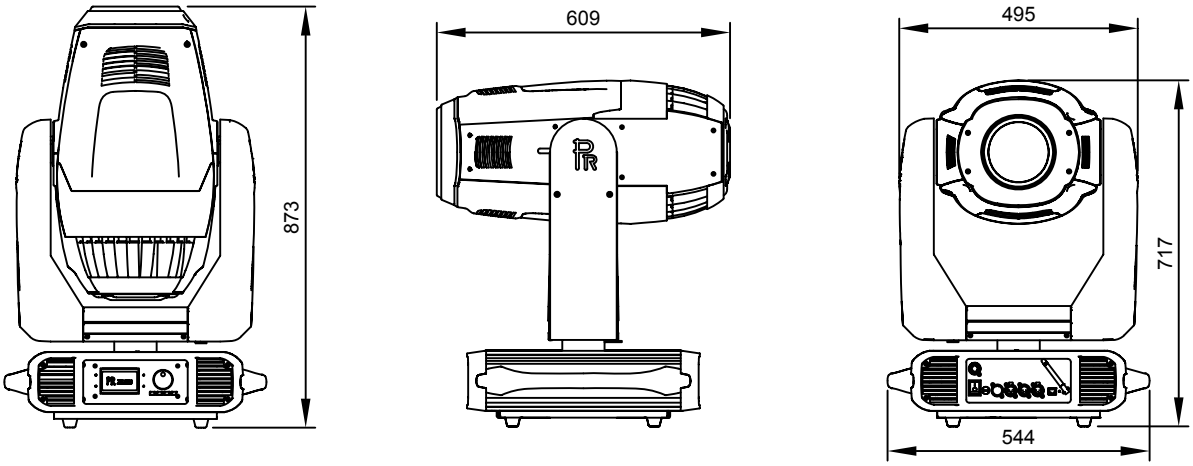
HOUSING:

Composite plastic, IP20

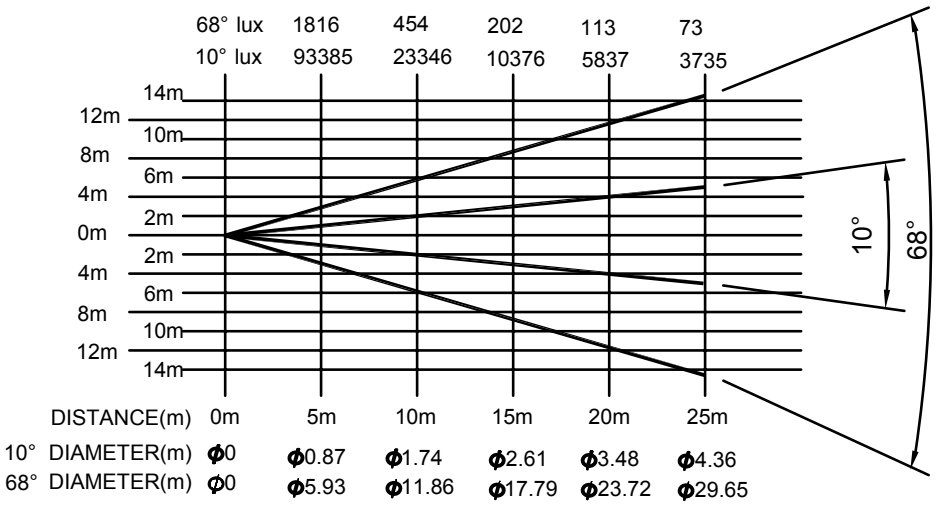
WEIGHT:

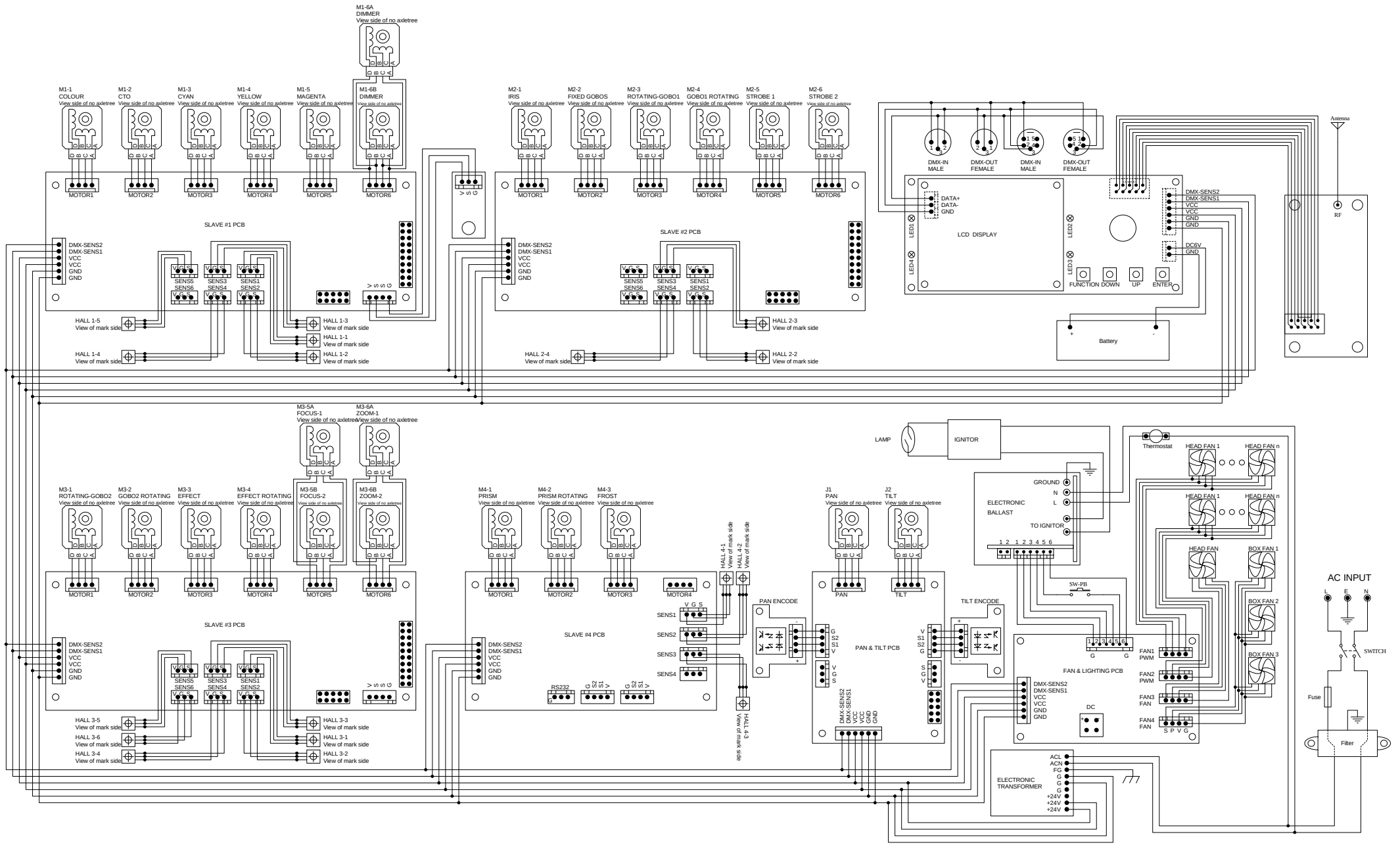
48Kg

SIZES:



LIGHT OUTPUT:




M1-6A
DIMMER
View side of no axletree
M1-1
COLOUR
M1-2
CTO
M1-3
CYAN
M1-4
YELLOW
M1-5
MAGENTA
M1-6B
DIMMER
M2-1
IRIS
M2-2
FIXED GOBOS
M2-3
ROTATING-GOBO1
M2-4
GOBO1 ROTATING
M2-5
STROBE 1
M2-6
STROBE 2
MOTOR1
MOTOR2
MOTOR3
MOTOR4
MOTOR5
MOTOR6
SLAVE #1 PCB
SLAVE #2 PCB
DMX-SENS2
DMX-SENS1
VCC
GND
SENS5
SENS6
SENS3
SENS4
SENS1
SENS2
HALL 1-5
HALL 1-4
HALL 1-3
HALL 1-1
HALL 1-2
HALL 2-4
HALL 2-3
HALL 2-2
DMX-IN
MALE
DMX-OUT
FEMALE
LCD DISPLAY
DATA+
DATA-
LED1
LED2
LED3
LED4
FUNCTION
DOWN
UP
ENTER
DC6V
Battery
Antenna
RF
M3-5A
FOCUS-1
M3-6A
ZOOM-1
M3-1
ROTATING-GOBO2
M3-2
GOBO2 ROTATING
M3-3
EFFECT
M3-4
EFFECT ROTATING
M3-5B
FOCUS-2
M3-6B
ZOOM-2
SLAVE #3 PCB
HALL 3-5
HALL 3-6
HALL 3-4
HALL 3-3
HALL 3-1
HALL 3-2
M4-1
PRISM
M4-2
PRISM ROTATING
M4-3
FROST
SLAVE #4 PCB
RS232
HALL 4-1
HALL 4-2
HALL 4-3
PAN ENCODE
J1
PAN
J2
TILT
PAN & TILT PCB
TILT ENCODE
LAMP
IGNITOR
ELECTRONIC
BALLAST
GROUND
N
L
TO IGNITOR
SW-PB
FAN & LIGHTING PCB
FAN1
PWM
FAN2
PWM
FAN3
FAN
FAN4
FAN
DC
ELECTRONIC
TRANSFORMER
ACL
ACN
FG
+24V
Thermostat
HEAD FAN 1
HEAD FAN n
HEAD FAN
BOX FAN 1
BOX FAN 2
BOX FAN 3
AC INPUT
L
E
N
SWITCH
Fuse
Filter

COMPONENT ORDER CODES

NAME	PART NO.	QUANTITY	REMARK
POWER SUPPLY	192010136	1	S-350-24
MAINS FILTER	193020008	1	20A 115/250VAC
THERMOSTAT	190010150	1	250V-16A
ELECTRIC BALLAST	040070100	1	1500W
IGNITOR	040090052	1	IGN40C12E
LAMP	100050087	1	HTI 1500W/60/P50
TILT DRIVE BELT	290151320	1	
PAN DRIVE BELT	290151321	1	
FAN NEAR GOBO	030060064	1	
FAN NEAR THE LAMP	030060065	2	
FAN IN FRONT SIDE	030060065	2	
FAN IN BASE	030060066	1	
FAN NEAR THE ELECTRIC BALLAST	030060066	2	
FOCUS MOTOR	030040073	2	
ZOOM MOTOR	030040073	2	
ROTATING GOBO WHEEL MOTOR	030040085	1	
IRIS MOTOR	030040088	1	
PAN &TILT MOTOR	030040156	2	
SHUTTER BLADE MOTOR	030040095	1	
COLOUR WHEEL MOTOR		1	
PRISM ROTATION MOTOR		1	
ROTATING PRISM WHEEL 1 MOTOR	030040112	1	
ROTATING EFFECT WHEEL MOTOR		1	
FROST MOTOR	030040132	1	
CYM MOTOR	030040152	2	
CTO MOTOR	030040152	2	
DIMMER MOTOR	030040153	2	
FIXED GOBO WHEEL MOTOR	030040154	1	
EFFECT WHEEL ROTATION MOTOR	030040155	1	
GOBO ROTATION MOTOR	030040084	3	
PAN/TILT DRIVE PCB	230020592	1	
MOTOR DRIVE PCB 1	230020584	1	
MOTOR DRIVE PCB 2	230020585	1	
MOTOR DRIVE PCB 3	230020586	1	
MOTOR DRIVE PCB 4	230020587	1	
DISPLAY PCB	230020580	1	
POWER BOARD	230020590	1	

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